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EA

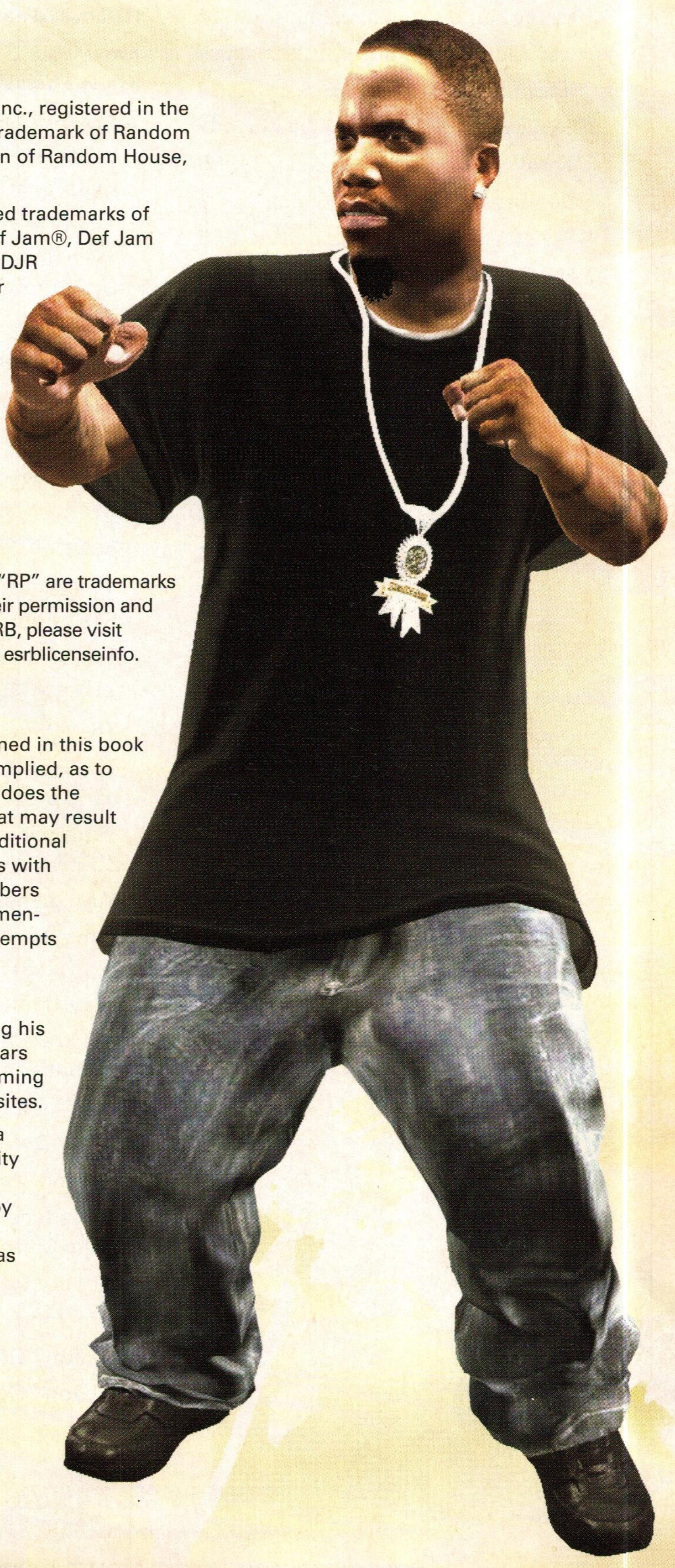
Def Jam ICON

PRIMA OFFICIAL GAME GUIDE

Written By

FERNANDO BUENO

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com



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Product Manager: Todd Manning

Editor: Alaina Yee

Design & Layout: Calibre Grafix

Manufacturing: Suzanne Goodwin

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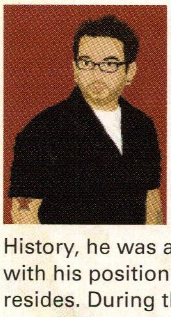

About the Author

Fernando "Red Star" Bueno has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites.

The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and Art History, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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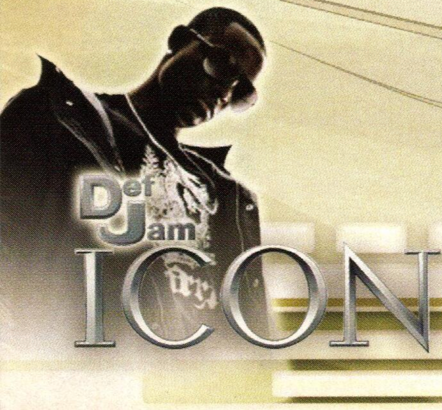

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SHOUT OUT!

Yo! First, I gotta give big ups to my peeps. Thanks to my fiancée, Leslie. Even when I was gettin' my butt handed to me, she made me feel unbeatable. I wouldn't be able to hold it down without my crew, Todd, Alaina, and Cass; they're stand-up peeps, real talk. And finally, huge ups to Michael Mendheim and the crew at EA. Without any of them, this book doesn't happen, ya' heard?

INTRODUCTION

ICONIC

You fulfilled your vendetta and fought to be the king of NYC. You held it down for your hood and fought for your respect. Now the stakes are high. You ain't fighting to get revenge or keep a stranglehold on the underground, now you're fighting to be an Icon—to rise above the underground and become a true playa'.

In *DEF JAM: ICON*, you gotta fight to make your name, make your fortune, and eventually make yourself a real hip-hop mogul. The road between you and multi-platinum records ain't gonna be easy. Plenty of haters are lookin' to take you down and take your place.

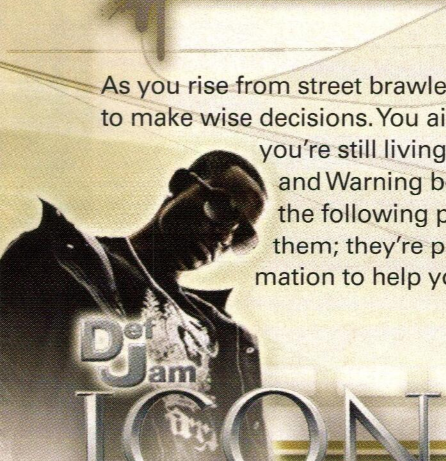
DEF JAM REMIXED

So what's new? Aside from its new, sleek artistic look, *DEF JAM: ICON* takes the Def Jam series in a new direction. It's about the music. The Def Jam series has always been known for dope beats and hot joints, but this time your fight depends on them.

As you slug it out, each brawler has his own song. Consider it theme music. When either brawler's song hits specific beats, the fighting venue reacts by unleashing environmental hazards capable of dealing extreme damage. You gotta be sure that you're either out of the way or you're sending the other brawler into the hazard. We'll give you the heads-up on every venue, song, and hazard.

INTERLUDE, 411, WARNING

As you rise from street brawler to shot-caller, you need to make wise decisions. You ain't gonna go nowhere if you're still living like a scrub. Interlude, 411, and Warning boxes are scattered about the following pages. Pay close attention to them; they're packed with valuable information to help you in your meteoric rise.



INTERLUDE

Just like interludes drop short musical bits into longer pieces of music, Interlude boxes drop tips that help you make better decisions. These boxes often contain gems of wisdom, so listen up and listen good.

411

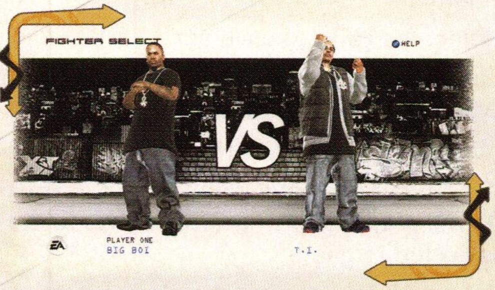
If you see a 411 box, consider stopping to see what's up. These boxes contain notes about the game, this book, or something else interesting. If knowledge is power, then 411 boxes can make you a superman.

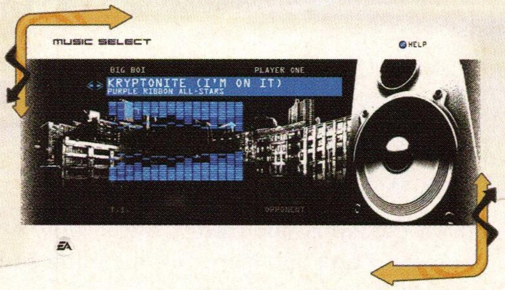
WARNING

Warning boxes are probably the most important boxes you come across. They alert you to something that can cause you trouble or drop you like a bad beat. These caution boxes spit mad wisdom meant to keep you from going six feet under, so stop and listen up!

MODE FLAVAS

THROW DOWN

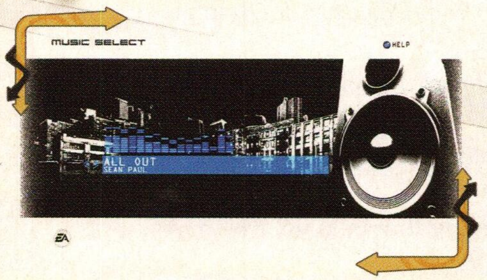

FIGHTER SELECT
HELP
VS
PLAYER ONE
BIG BOI
T.I.
EA


MUSIC SELECT
HELP
BIG BOI
PLAYER ONE
KRYPTONITE (I'M ON IT)
PURPLE RIBBON ALL-STARS
T.I.
OPPONENT
EA

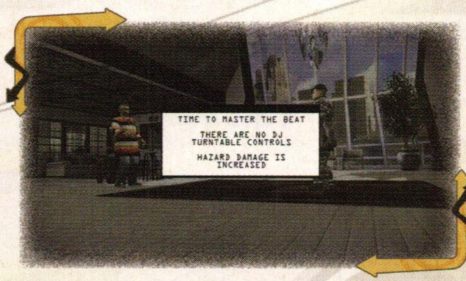
Sometimes you just want to throw down. If so, this should be your first stop. Roll up your sleeves, put on some durable kicks, and get ready to scrap. You have limited options in Throw Down Mode, but making the right choices will make this throw down the most enjoyable.

Begin by either choosing to go at it solo or versus one of your friends. Then choose which two scrappers will throw down, and continue. Select a venue for your brawl and then songs for each fighter. Bam! You're set, young buck. Now take it to the other fighter and be the last man standing.

BEATINGS WITH BASS


MUSIC SELECT
HELP
ALL OUT
SEAN PAUL
EA

Beatings with Bass Mode is a lot like Throw Down Mode. The main differences are that the hazard damage is increased, DJ Turntable controls are disabled, and there is only one song playing in the background, as opposed to each fighter having his own backbeat.


TIME TO MASTER THE BEAT

THERE ARE NO DJ TURNTABLE CONTROLS

HAZARD DAMAGE IS INCREASED

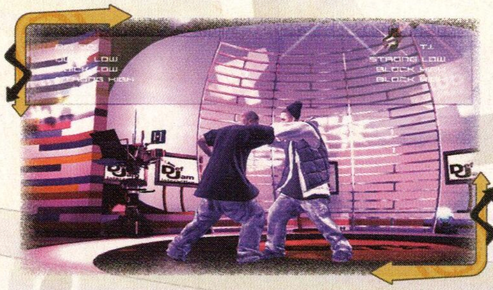
The reasons for the changes are simple, youngblood. If you have only one song playing in the background and no DJ Turntable controls to mix it up, you gotta master that particular beat. Consider this a practice mode, where you perfect fighting to a particular joint.

INTERLUDE

Check it! To really master a beat, use that song in every venue. That way you can know exactly when each environmental hazard is going to be triggered.

PRACTICE MODE

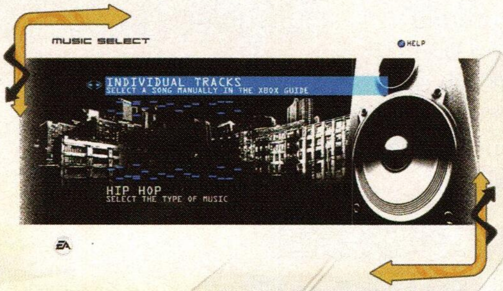
FIGHTER SELECT
HELP
VS
PLAYER ONE
BIG BOI
T.I.
EA

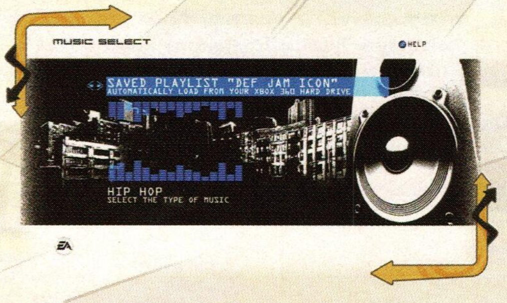

T.I.
STRONG LOW

What you need to know? This is Practice Mode. Come here to practice your technique, different fighting styles, and even fighting to different beats. In Practice Mode you can't get knocked out, so go all out. Better still, at the top of the screen is a detailed description of every button you press, so you can see which attacks and combos work for you and which ones you need to gutter.

Use the Pause Menu in Practice Mode to make changes as you see fit. Change your opponent's difficulty level and aggression level, and reset the venue to get as much experience as possible. You wouldn't cut a deal for a record without having listened to a demo first, right? So why would you go into a brawl without first sampling and testing out different styles and venues?

MY SOUNDTRACK (ONLY ON XBOX 360)



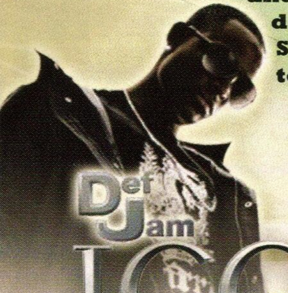

MUSIC SELECT
HELP
SAVED PLAYLIST "DEF JAM ICON"
AUTOMATICALLY LOAD FROM YOUR XBOX 360 HARD DRIVE
HIP HOP
SELECT THE TYPE OF MUSIC
EA

By far one of the sickest modes in any game, My Soundtrack Mode lets you stray from the game's soundtrack and play with your own custom soundtrack. Yeah that's why it's called My Soundtrack. To take advantage of My Soundtrack Mode, first download music tracks to your Xbox 360's hard drive.

Once that is done, select My Soundtrack Mode and proceed as you normally would. This time, though, instead of choosing songs from the game, you're presented with an option to choose either individual tracks or entire playlists. Get creative! It's your world, ya' heard?

INTERLUDE

To make things even easier for yourself, create a playlist named *DEF JAM: ICON* playlist, and load it with your favorite joints and backbeats. Then all you have to do is choose that playlist in the My Soundtrack options and you're good to go!



For more detailed instructions, just peep the lists below:

Individual Tracks Anywhere In Game

1. Press the Xbox Guide Button.
2. Scroll through the list of options and choose Select Music.
3. Select a Music Source: from here you can select the Xbox 360 Hard Drive or a USB MP3 device that you have plugged in.
4. Search through the device to find a song or playlist. Selecting to "Play All" will play the songs one after another.
5. Select the song or playlist.
6. Once you hear the music playing, back out of the Xbox 360 guide and return to game.
7. Your music will now drive the environment.

The instructions above won't work for Xbox Live—your music will play, but the hazards will go to the music that was selected in-game.

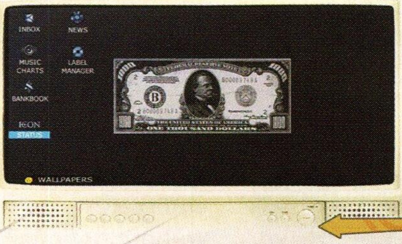
Follow the instructions below for setting up custom playlists.

Saved Playlist "Def Jam Icon"

1. Go to the Xbox 360 Dashboard.
2. Navigate to the Media Blade.
3. Select Music.
4. Select the Xbox 360 Hard Drive— only music that is on the Xbox 360 Hard Drive can be saved to an Xbox 360 Saved Playlist.
5. Search through the Xbox 360 Hard Drive in order to find the songs or albums you want.
6. When you have a song or album, select "Add to Current Playlist."
7. After your playlist is created: select "Edit or Save Playlist."
8. Select "Save Playlist."
9. Type in "Def Jam Icon."
10. Press Start to indicate that you are done.
11. Return to the Main Dashboard.
12. Select Play Game with *DEF JAM: ICON* in the console.
13. On the Main Menu of the game, select My Soundtrack.
14. On the Music Select screen, toggle to Saved Playlist "Def Jam Icon."
15. Select the EQ setting that best fits the music.
16. Enter game.

Just so you know, performing a DJ Song Switch will change to the next song in the playlist.

BUILD A LABEL


INBOX
NEWS
MUSIC CHARTS
LABEL MANAGER
BANKBOOK
ICON
STATUS
WALLPAPERS

LABEL MANAGER
ARTIST 1
LUDA

GET BACK
TOTAL UNITS SOLD : 0
AMOUNT SPENT : $0
AMOUNT EARNED : $0
STATUS :SET RELEASE BUDGET

Build a Label Mode is the reason you're playing the game. In it, you go through the trials and tribulations of rising above the streets and attaining the highest honors hip-hop has to offer. The road to superstardom may be paved by the broken dreams of would-be artists, but at the end it's all platinum, baby!

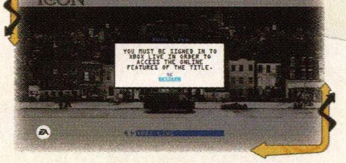
As you rise to greatness, you'll have to sign artists, manage their record releases, support your crew, rep your label, and basically build a music label. You just gotta make the right decisions, handle your business, and blast past any busta' who gets in your way.

INTERLUDE

No need to trip. Just skip to the "Brawler's Playgrounds" chapter for details on Build a Label Mode. We got your back!

ONLINE MODE

ICON
HELP
EA
XBOX LIVE



YOU MUST BE SIGNED IN TO XBOX LIVE IN ORDER TO ACCESS THE ONLINE FEATURES OF THE TITLE.

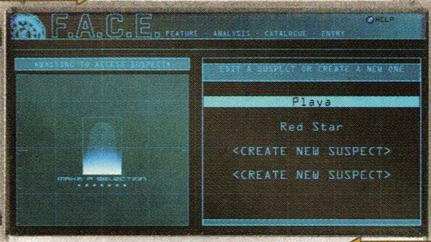
You think you got what it takes to reach the top of the charts? How about the top of the online charts and leaderboards? Yeah, that's a whole different story, ain't it? To climb the charts, you need a broadband connection, a membership that allows online play (if required by your console), and skills that pay the bills.

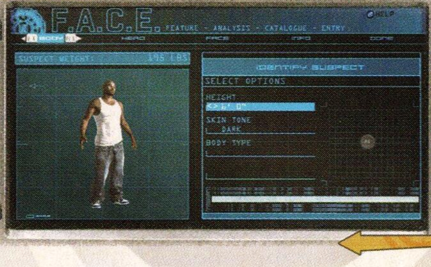
Before heading out into the virtual venue of your choice, drop in on Practice Mode to be sure you got a fighting chance. Aside from that, peep the combos and brawling strategy in this book for tips on how to dominate online. Once you're ready, fire up your console, get in your most fly gear, and whup some A.

411

Don't trip! Online Mode is Xbox Live Mode on your Xbox 360. Just select Xbox Live in the Main Menu and you're good to go.

F.A.C.E. (FEATURE ANALYSIS CATALOGUE ENTRY)


F.A.C.E. FEATURE · ANALYSIS · CATALOGUE · ENTRY
HELP
EDIT A SUSPECT OR CREATE A NEW ONE
Playa
Red Star
<CREATE NEW SUSPECT>
<CREATE NEW SUSPECT>
MAKE A SELECTION


F.A.C.E. FEATURE · ANALYSIS · CATALOGUE · ENTRY
HELP
BODY
HEAD
FACE
INFO
DONE
SUSPECT WEIGHT
IDENTIFY SUSPECT
SELECT OPTIONS
HEIGHT
SKIN TONE
DARK
BODY TYPE

F.A.C.E. Mode is not a mode in the same sense that Throw Down is a mode. F.A.C.E. is more like a tool. With it you can create several suspects for online play, Throw Down matches, or any other mode aside from Build a Label Mode.

Choose the F.A.C.E. tool to start creating your suspect. First pick an appropriate name. Remember, this will be his name for good, so make sure it fits. After you got a good name down, change the following attributes to make your unusual suspect.

Body

Height: 5′7″–6′7″

Skin Tone: Fair, Olive, Tan, Dark, Darker

Body Type

Head

Skull Profile	Nose Profile
Skull Front	Lips
Eyes	Jaw/Mouth
Nose Front	Cheeks/Chin

Face

Eye Color: Green, Hazel, Light Brown, Aqua, Blue, Dark Brown

Hairstyle: Bald, Curly Short, Short Afro, Medium Afro, Medium Curly, Frohawk, Long Afro, Long Loose Afro, Afro Dreads, Mini Dreads, Tied Dreads, Thin Dreads, Long Rows, Spiral Rows, Straight Rows, Fat Rows, Five Rows, Vine Rows, Faux Hawk, Messy Ivy League, Wave Fade, Wave, Short Fade, Short Wave Fade, Short Wave, #2 Guard Fade, Clippers No Guard, Long Buzz

Hair Color: Black, Dark Brown, Light Brown, Blonde, Red

Eyebrow Style: Natural, Full Natural, Full, Wooly, Styled Wooly, Wooly Curve, Full Curve, Styled Curve, Styled, Thick Brow, Shaped

Facial Hair: None, Full Beard, Styled Full Beard, Full Chin Beard, Thin Chin Beard, Chin Strap, Stylized Goatee, Round Goatee, Full Goatee, Standard Goatee, Thin Goatee, Burnstache, Full Mustache, Thin Mustache, Stylized Scruff, Styled Scruff, Wide Scruff, Thin Scruff, Mosaic Scruff, J Burns, L Burns, Long Burns, Pointed Burns, Short Burns, Zic Zac Burns, Long Patch, Short Patch, Thin Spaniard, Full Spaniard, Wide Spaniard, Spaniard Goatee

Facial Hair Color: Black, Dark Brown, Light Brown, Blonde, Red

Info

First Name: Eight-character limit

Last Name: Eight-character limit

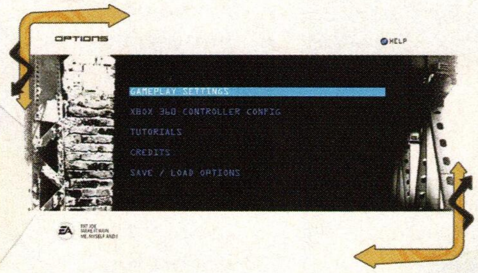
Fighting Style: Ghetto Blaster, Street Kwon Do, Beatboxer, Black Panther, Muay Fly, Jah Breaka

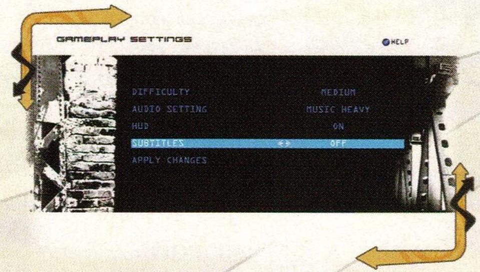
Fight Song: Any of the unlocked songs

411

The fighting style and song choices will vary based on what you've unlocked. If you want something that isn't on the list, get to it in Build a Label Mode!

OPTIONS





DIFFICULTY MEDIUM
AUDIO SETTING MUSIC HEAVY
HUD ON
SUBTITLES ◂▸ OFF
APPLY CHANGES

What game would be complete without options? Though it's pretty self-explanatory, the Options Menu is still worthy of some extra attention. After all, it's the one menu that allows you to customize your gaming experience.

You wouldn't pop in your favorite CD without first kickin' up the bass with the equalizer, and you shouldn't throw down without first messin' with the options.

Gameplay Settings

Difficulty: Easy, Medium, Hard

Audio Setting: Music Heavy, Speech Heavy, SFX Heavy

HUD: On or Off

Subtitles: On or Off

INTERLUDE

When choosing options that make long-lasting changes, remember to lock in your choices by selecting Apply Changes before exiting the Options Menu.

INTERLUDE

There is no shame in selecting a lower difficulty setting. Everyone has to start somewhere. If the Medium or Hard settings prove to be more trouble than you can handle, hone your skills in the Easy setting before kickin' it up a notch.

Control Config

Basic Controls

Directional Attacks

Grab Attacks

Advanced Defense

DJ Turntables

Tutorials

Basic Controls

Advanced Controls

DJ Turntable Controls

My Soundtrack

411

Remember, being an Icon means you know how to show respect. So show some to the makers of the game by peeping the credits in the Options Menu at least once.

Save/Load Options

Autosave: Enabled or Disabled

Change Storage Device: Hard Drive or Memory Unit

Save: Use this if Autosave is disabled, or just to make sure you've saved.

Load: Use this to load specific Save data.

INTERLUDE

Before you start a Build a Label file, turn on Autosave. It will save you from headaches should you suddenly have to turn off your console or if you lose power—especially if you plan on having long game sessions.

INTERLUDE

It might take a fight or two before you find a mix that's right for you, or you may be one of those who are good from the get-go. Regardless, peep the Options Menu at least once to make sure your tastes are met.

BIG BRAWLIN'

If you're gonna talk the talk, you gotta know how to walk the walk. The following pages will teach you everything from basic controls to advanced fighting techniques. No offense, but you need 'em.

BASIC ATTACKS

It doesn't matter if you fight Street Kwon Do or Muay Fly, or use any of the other fighting styles. They all have the same basic attacks. Basic attacks are like a backbeat laid down for a track; they provide a foundation for you to build on to create your fighting style.

INTERLUDE

It is possible to win some matches with only the basic attacks, but you'll have a hard time doing it. Remember, these are basic attacks. They are meant to be the *base* of your overall fighting style, not stand-alone attacks.

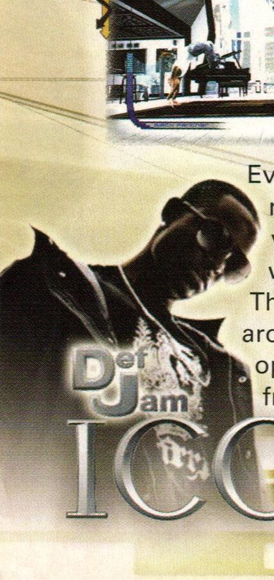
411

There's a grip of different fighting styles, youngblood. A Muay Fly fighter might kick for a strong high attack, a Ghetto Blaster fighter might throw a left hook for his strong high attack, ya dig?

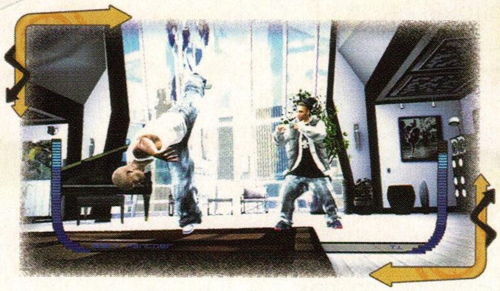
BASIC MOVEMENT

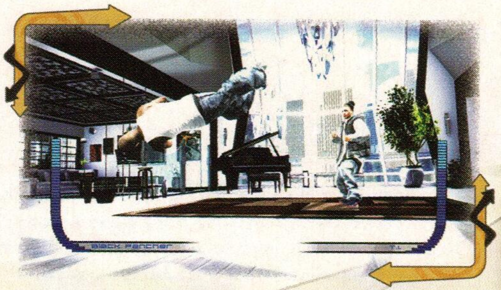
Xbox 360: Ⓛ

PLAYSTATION®3: left analog stick



Every fight begins at your feet. If you're not close enough or in the right position, you're not going to make contact when you swing. It's as simple as that. That's why you always gotta be moving around. Stay on your toes, just out of your opponent's reach and just far enough away from the edges of the arenas.





As you size up your opponent, staying out of his reach, keep a close watch on his movement. If he gets too bold and rushes in, double-tap the movement control stick in any direction to dodge the attack. When you double-tap the controller, you do a forward, backward, or sideways flip out of the way. Not bad for a young buck.

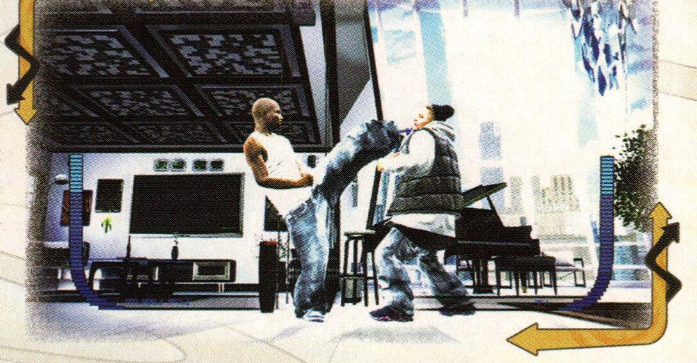
411

Just as with attacks, each fighting style's evasion moves have their own distinct flava'.

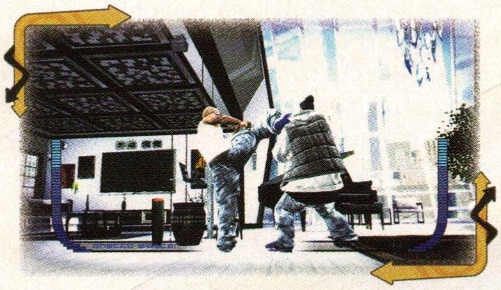
QUICK HIGH

Xbox 360: Ⓧ

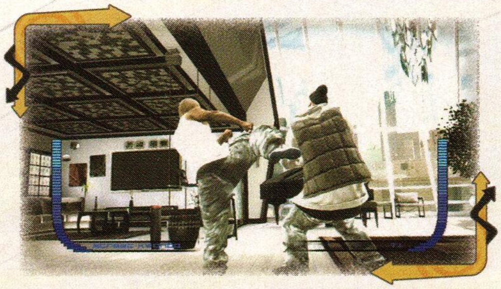
PLAYSTATION®3: ■



Muay Fly

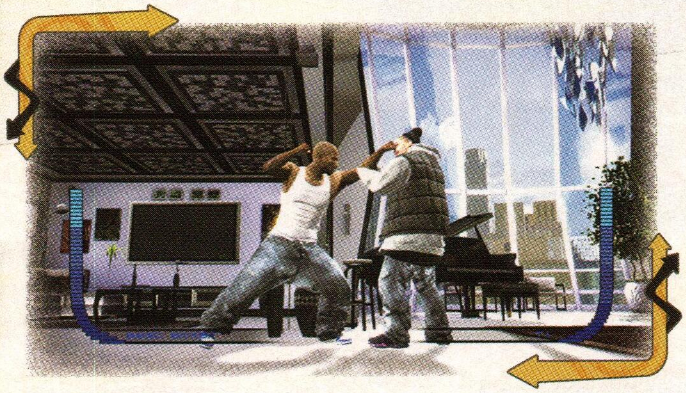


Ghetto Blaster

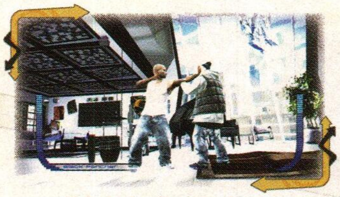


Street Kwon Do

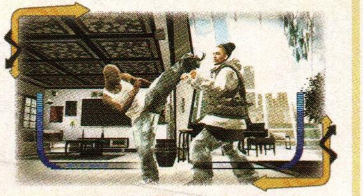
The quick high attack is a perfect combo starter, brawla'. It's fast, furious, and a perfect lead-in for a follow-up assault. Its counterpart attack is the strong high attack, but that doesn't mean that quick high is a low-damage attack. It may not have the same impact as strong high, but it can still cause mad damage.



Beatboxer



Black Panther



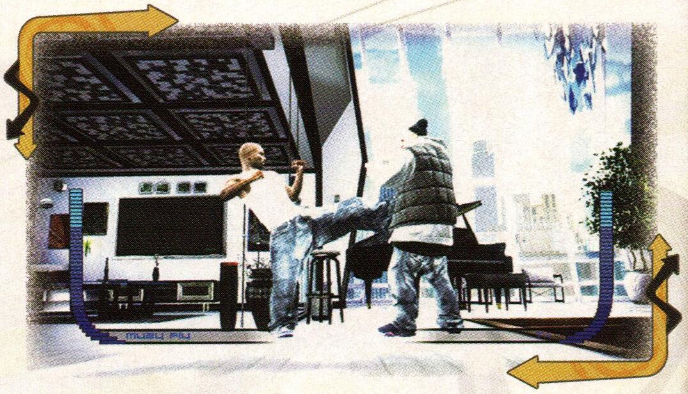
Jah Breaka

Knowing when to use quick high is the key. Use it to start off fast combos or to keep opponents guessing. Smart fighters often rely on this attack the same way a boxer relies on his jab. Use it as a multipurpose attack and maximize its potential.

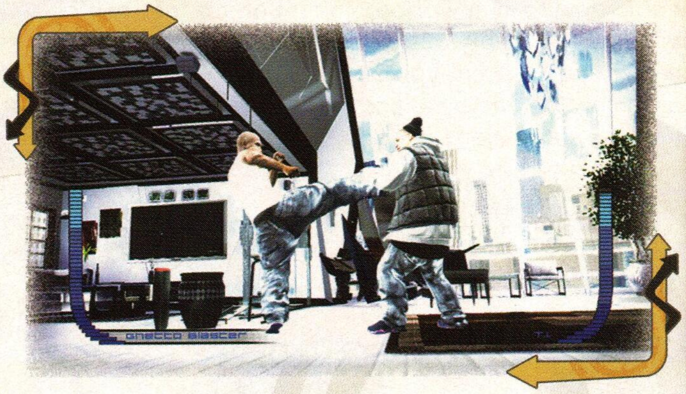
QUICK LOW

Xbox 360: Ⓐ

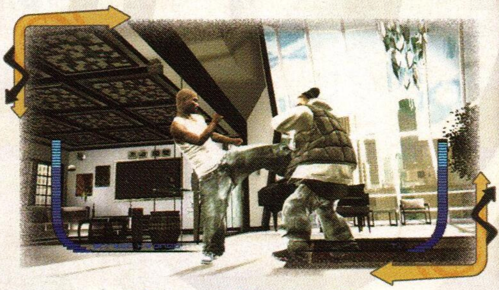
PLAYSTATION®3: ×



Muay Fly



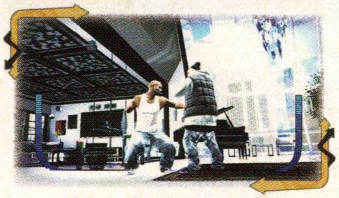
Ghetto Blaster



Street Kwon Do

Depending on what kind of fighting style you're using, the quick low attack can either be just like the quick high, or it can be a good blow to mix things up. Quick low is a great attack to use against chumps who tend to overuse high attacks or against fighting styles that rely on kicking more than punching, like Street Kwon Do.

Beatboxer



Black Panther

Jah Breaka

Use quick low to keep your opponent on his toes at all times. That's the beauty of quick attacks; by the time your opponent sees it comin', you've already landed two or three. Quick low attacks are best used to mix up combos, but never as stand-alone attacks.

STRONG HIGH

Xbox 360: Ⓨ

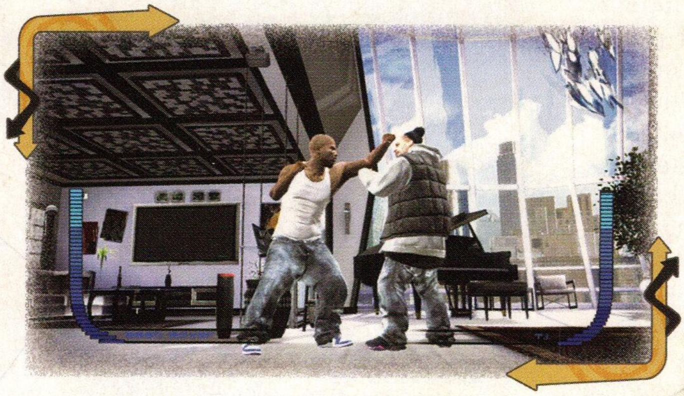
PLAYSTATION®3: ▲

Muay Fly

Ghetto Blaster

Street Kwon Do

If you're gonna live strong, you gotta fight strong. Strong high attacks are similar to quick high attacks, but they're more powerful though slightly slower. Just as quick high attacks can also be used to cause damage, strong high attacks can also be used to start combos. They may not be as effective as quick high attacks, but when they connect, the other scrapper feels it for sure, real talk.



Beatboxer

Black Panther

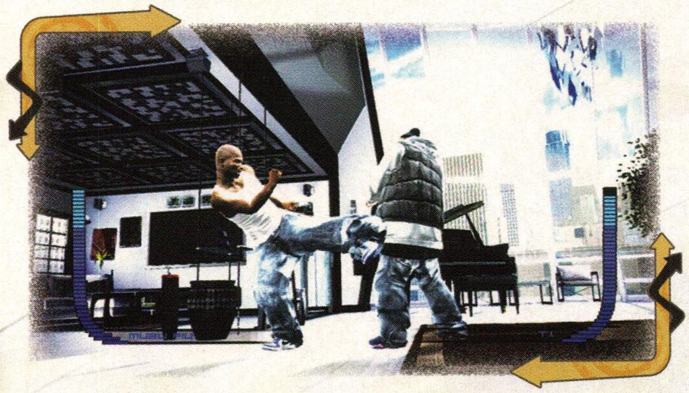
Jah Breaka

Now don't go starting all combos with strong high attacks. You'll just leave yourself open to counter-attack. Instead, use strong high attacks like you would use a sample in a track. Sampled music adds to your beat and makes a hot song even hotter; strong high attacks add to your combos and make you even tougher to predict.

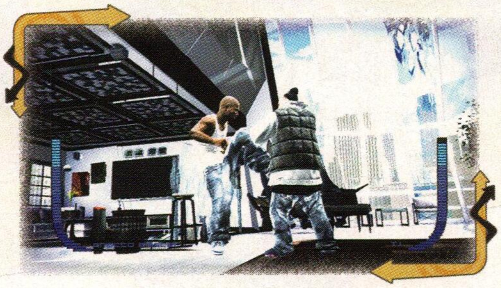
STRONG LOW

Xbox 360: Ⓑ

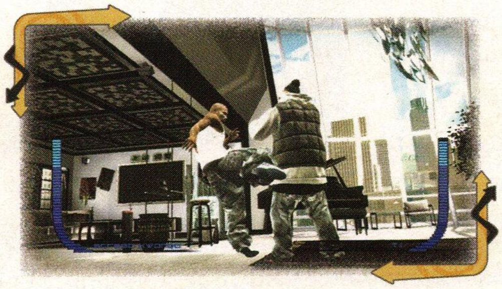
PLAYSTATION®3: ●



Muay Fly

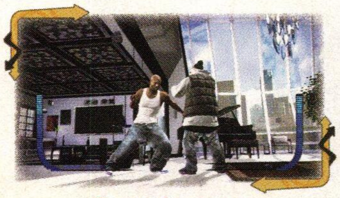


Ghetto Blaster



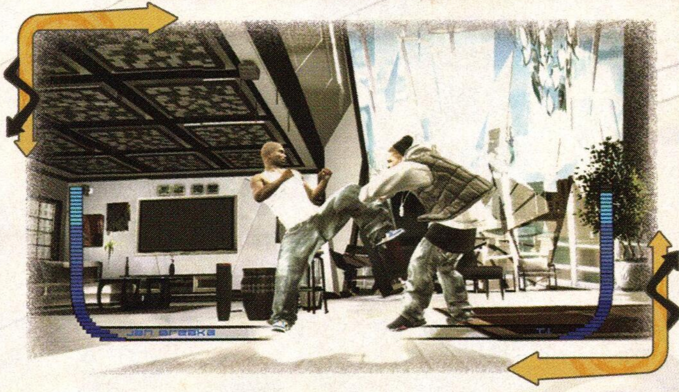
Street Kwon Do

The last of your basic attacks, strong low attacks are just like strong high attacks, but they drop the bass a bit, if you know what we mean. They take the assault lower, with slower reaction time but increased power. It's a good trade-off for fighting styles with a bit longer range. Fighters with good range can make the best use of strong low attacks because strong low attacks take the fight closer to the other fighter's center of gravity.



Beatboxer

Black Panther



Jah Breaka

Quick low attacks also target your opponent's center of gravity, but they lack the power to throw a foe off balance. If you land a solid strong low attack to a busta's midsection, you're sure to send him reeling back, right? What better time to follow up with a fast combo? This is probably one of the best stand-alone attacks in your repertoire. But don't overuse it!

INTERLUDE

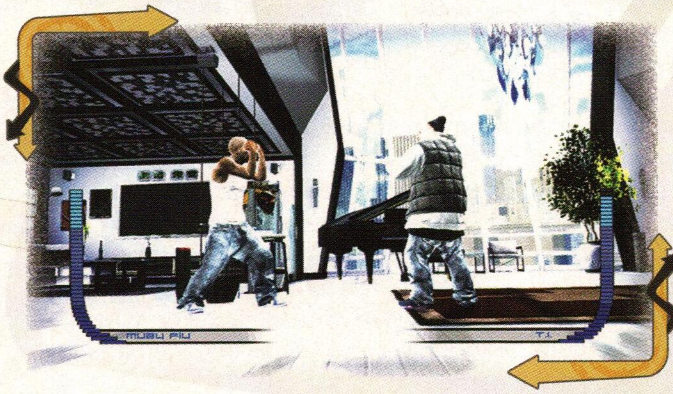
You're in it to win it, playa'; there are no rules that say you can't kick a man while he's down. Use any of the basic attacks to stomp your opponent while he's on the ground. Remember: strong attacks are slower than quick attacks, but slightly more powerful.

Just be sure to get out of your opponent's way or prepare to block as he gets up. If you're too close, he'll lay the hurt on you.

HIGH BLOCK

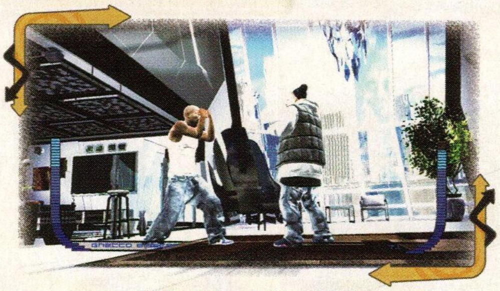
Xbox 360: RT+Ⓡ before an opponent attacks high

PLAYSTATION®3: R2 + up on the right analog stick before an opponent attacks high

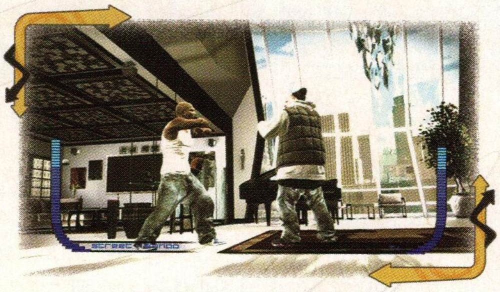


Muay Fly

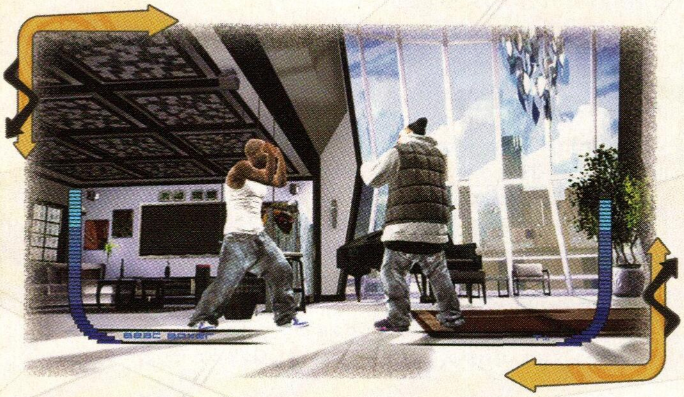
You may be tough, but chances are you ain't so tough that you can get by without blocking. Any fighter will tell you that fighting defensively is the way to win. The streets are littered with hot-headed fighters that are quick to punch but slow to block. Don't become one of them.



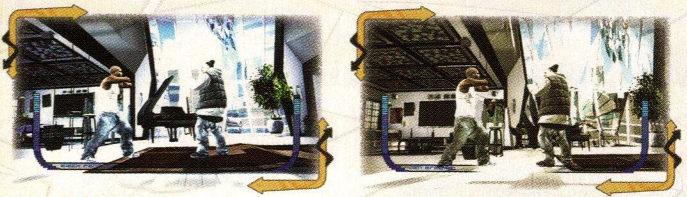
Ghetto Blaster



Street Kwon Do

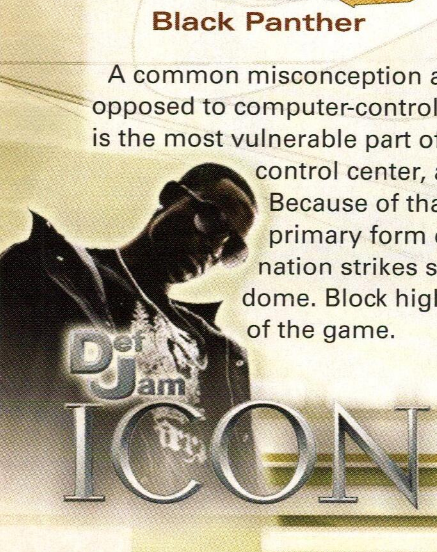


Muay Fly



Black Panther

A common misconception among human fighters, as opposed to computer-controlled fighters, is that the head is the most vulnerable part of the body. Take out the control center, and the body falls, right? Because of that, high blocks are your primary form of defense. Most combination strikes start with assaults on your dome. Block high and you're one step ahead of the game.



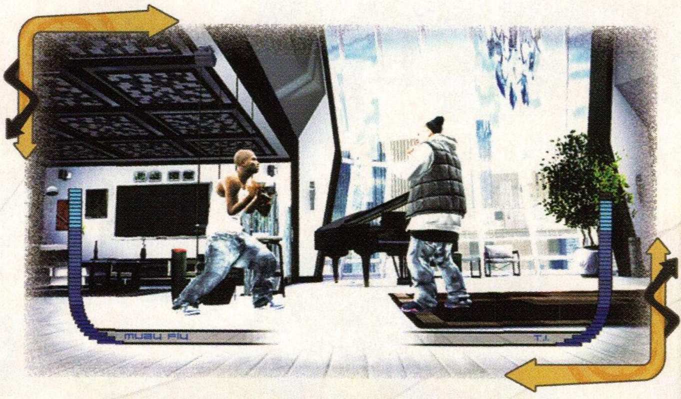
INTERLUDE

Just because you're fighting computer-controlled opponents doesn't mean they won't start combos up high either. High blocks are just as effective against A-I, and I ain't talkin' about The Truth.

LOW BLOCK

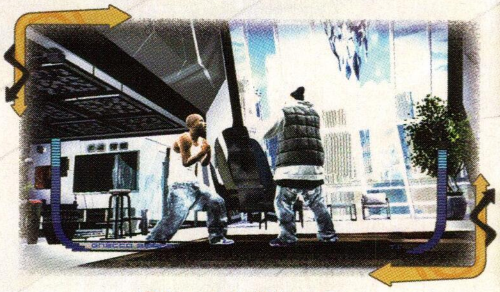
Xbox 360: RT + R before an opponent attacks low

PLAYSTATION®3: R2 + down on the right analog stick before an opponent attacks low

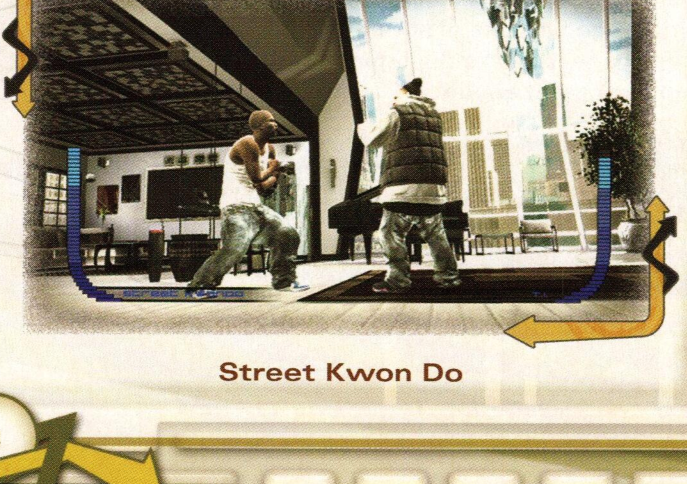


Muay Fly

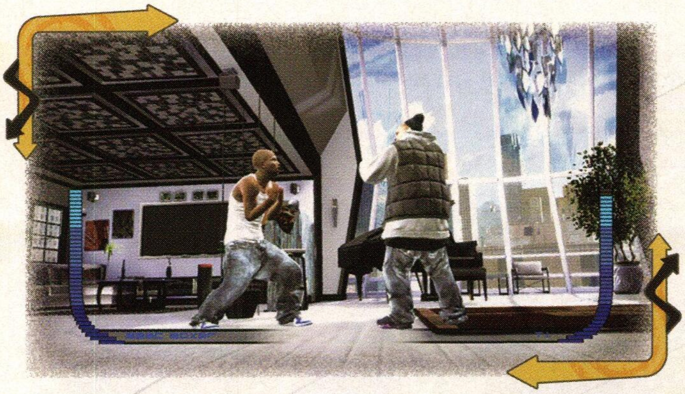
While high blocks will protect you against head hunters, low blocks are especially effective against strong kickers and combo artists. Strong kickers often go for the midsection to throw you off balance; combo artists may start high, but eventually they give you the business down low.



Ghetto Blaster

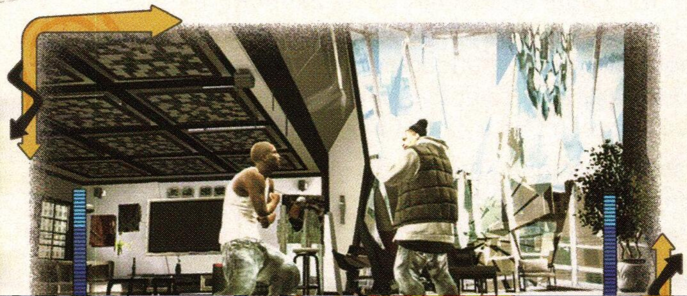


Street Kwon Do



Beatboxer

Black Panther



INTERLUDE

This is a fight, not a baking contest! Not only are you out to put the hurt on the other guy, you gotta make sure he doesn't want any more when you're done. There is no better way to get into another fighter's head than by taunting.

Taunting (LB or RB on Xbox 360 or L1 or R1 on PLAYSTATION®3) aren't attacks in the physical sense, but they do chip away at the other fighter's confidence, pride, patience, and double the damage inflicted by the following attack. Make good use of these as you fight, but don't get too cocky or you'll find yourself on the bad end of a kick while you pop your collar.

ADVANCED ATTACKS

With your basic attacks, you've got a beat laid down. Now it's time to learn how to lay down a beating. As we said before, basic attacks are like a basic beat to a track. Advanced attacks are like the rhymes you spit, sampled bits, and everything that makes a track a No. 1 hit. Bring your best hits to the fight, just as you would bring your best diss to a battle on the mic.

DIRECTIONAL ATTACKS

Directional attacks are an advanced attack form using the right thumbstick. By rolling the right thumbstick in a particular direction, you execute more powerful attacks capable of knockin' some teeth loose.

reaka

ning attacks that may
ckward, most likely into a
key with blocks. Knowing
tack low is most important.
cks, watch your opponent
style that relies heavily on
y not always come at you
be more than ready.

411

The following examples are taken from the Street Kwon Do fighting style. Test out the other fighting styles to see what they're capable of.

Jah B

Use low blocks to stop incor
otherwise send you flying bac
hazard. Remember, timing is
when an enemy is going to at
For the most effective low blo
carefully. If he uses a fighting
kicking, watch his feet. He ma
low, but when he does, you'll